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(21) International Application Number: PCT/US98/09879 (22) International Filing Date: 14 May 1998 (14.05.98) (30) Priority Data: <table border="0"><tr><td>08/855,902</td><td>14 May 1997 (14.05.97)</td><td>US</td></tr><tr><td>08/855,965</td><td>14 May 1997 (14.05.97)</td><td>US</td></tr><tr><td>08/855,977</td><td>14 May 1997 (14.05.97)</td><td>US</td></tr><tr><td>08/856,051</td><td>14 May 1997 (14.05.97)</td><td>US</td></tr></table> (71) Applicant: CITRIX SYSTEMS, INC. [US/US]; 6400 N.W. 6th Way, Fort Lauderdale, FL 33309 (US). (72) Inventors: PEDERSEN, BRADLEY, J.; 7700 S. Woodridge Drive, Parkland, FL 33067 (US). BLOOMFIELD, Marc, A.; 2749 S.E. 11th Street, Pompano Beach, FL 33062 (US). (74) Agent: LANZA, John, D.; Testa, Hurwitz & Thibault, LLP, High Street Tower, 125 High Street, Boston, MA 02110 (US).		08/855,902	14 May 1997 (14.05.97)	US	08/855,965	14 May 1997 (14.05.97)	US	08/855,977	14 May 1997 (14.05.97)	US	08/856,051	14 May 1997 (14.05.97)	US	(81) Designated States: AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, DE, DK, EE, ES, FI, GB, GE, GH, GM, GW, HU, ID, IL, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, UA, UG, UZ, VN, YU, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, ML, MR, NE, SN, TD, TG). Published <i>Without international search report and to be republished upon receipt of that report.</i>
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(54) Title: SYSTEM AND METHOD FOR MANAGING THE CONNECTION BETWEEN A SERVER AND A CLIENT NODE**(57) Abstract**

A connection manager which provides communications control in a server of a server client system permits a client node to establish rudimentary communications with a designated server port and then moves the connection to a communications port specific to the application running on the server. The specific communications port is then configured by the communications manager with the protocol drivers required by the client node. An application may be displayed in an HTML page. In one embodiment, the same data can be transmitted substantially simultaneously from an application executing on a server node to at least two client nodes. A server node in a client-server system may download and executes application written in interpretive languages on behalf of associated client nodes.

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SYSTEM AND METHOD FOR MANAGING THE CONNECTION BETWEEN A SERVER AND A CLIENT NODE

Field of the Invention

The present invention relates to execution of applications in a distributed client-server environment and, in particular, to the remote execution of applications written in interpretive languages in a client-server environment.

5 Background of the Invention

Client server computer networks typically require that the client and the server establish communications according to some set of preestablished rules. These rules are referred to as communications protocols. Such protocols may be predefined such that every client node uses the same communications protocol as the server node. Alternatively, the server may keep a
10 record of the communications protocol used by each client and use that protocol to communicate with the client when the client sends a request to communicate with the application on the server.

A problem associated with such communications methods is that either the protocol may be too rigidly defined for applications which do not need all the functionality being required, or that the client protocol must be known to the server prior to the client being able to communicate
15 with the server. The present invention seeks to avoid both the rigidity of a predefined protocol and the necessity of precontact knowledge on the part of the server.

Shadowing (transmitting data destined for one client node substantially simultaneously to a second client node) and broadcasting (transmitting the same data substantially simultaneously to more than one client node) typically has been performed using a specialized transmitting

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application on a server node and specialized receiver applications on each of the client nodes. Shadowing is useful in monitoring data traffic and for creating a redundant copy of information being transmitted for data integrity and system security purposes. Broadcasting is useful in providing the same information to many users, when such information is "real-time" or when the
5 information does not have a per se beginning or ending. For example, a stock price quotation program simply transmits the current prices of various stocks on a given exchange and the list repeats with the latest prices once the list of stocks is exhausted. Thus it is irrelevant to a user that he or she does not specify to the quotation program where to begin the list.

Such programs typically are written with a broadcast program in mind and require
10 specialized receiver programs to receive the data transmitted. If an application has not been written as a broadcast program, the data transmitted by such an application can not typically be broadcast to multiple client nodes.

The present invention attempts to overcome this problem by permitting programs not written for broadcast functionality to be used to broadcast data over a network.

15 One specialized client server network is the worldwide network of computers commonly known as the "Internet" which has seen explosive growth in the last several years. Much of this growth has been driven by the increase in popularity of the World Wide Web (WWW). The WWW is a collection of files written using HyperText Markup Language (HTML), commonly referred to as "Web pages." HTML files may be accessed and displayed using specialized
20 applications known as "web" browsers, which allow a user to access HTML files using a simple graphical user interface (GUI).

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Servers hosting HTML files can communicate using the Hypertext Transfer Protocol (HTTP). HTTP is an application protocol that provides users access to files (which can be in different formats such as text, graphics, images, sound, video, etc.) using the HTML page description language. HTML provides basic document formatting and allows the developer to specify communication "links" to other servers and files. Use of an HTML-compliant client browser involves specification of a link via a Uniform Resource Locator or "URL." Upon such specification, the client makes a TCP/IP request to the server identified in the link and receives a "Web page" in return. Further, organizations can provide HTML files that are accessible from within the organization but not from the WWW. These internal networks and collections of HTML files are commonly referred to as "Intranets."

A file written using HTML includes "tags," which indicate to a browser displaying the file when special action should be taken. For example, a tag may indicate to the browser: (1) that a graphics file should be displayed at a particular point in the document; (2) that certain text should be centered, bolded, or otherwise formatted; (3) that the background of a document should be shaded or have a particular pattern; or (4) that a different HTML should be loaded in place of the HTML the browser is currently displaying.

The popularity of the World Wide Web and other HTML applications has attracted marketing and sales efforts from a broad range of companies representing a wide range of industries. As differentiation from other companies becomes increasingly difficult, many companies have attempted to overcome HTML's inherently static nature. Also, organizations utilizing HTML files as a method of sharing information have recognized that an Intranet is a useful method for providing various users with access to more than just information.

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One major drawback of HTML files, however, is that they are inherently static. That is, HTML is a "display only" language, which does not easily permit execution of applications within an HTML page. Companies seeking to leverage the popularity and ubiquity of the WWW are increasingly looking for ways to embed applications within an HTML file.

5 ActiveX objects are one attempt to provide HTML files with the ability to display executing applications. An ActiveX object is a data object which can be used with browsers that have an ActiveX interface. An obvious drawback of these objects is that if a user's browser does not have an ActiveX interface then it cannot display the executing application. This limits the utility of ActiveX objects since a primary objective of most HTML pages is to be viewed by as
10 many users as possible.

A programming language called JAVA also has been proposed as a way to allow executable code to be added to an HTML file. Since JAVA is a language, it does not require a specific browser interface and has a potentially broader audience. However, a JAVA program, usually called an applet, is downloaded to the client before executing. This may be problematic
15 for clients lacking sufficient memory to download the applet and, even if the client has enough memory, requires the client to wait for the applet to download. Further, since JAVA is itself a programming language, existing applications must be rewritten in the JAVA language before they can be embedded in a Web page.

Summary of the Invention

20 In one aspect, the invention relates to a communications system and method for managing communications between a client node and an application program executing on a server node.

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In one embodiment of this aspect, the method includes establishing a connection between the client node and a general communications port located on the server node. The method further includes creating an endpoint data structure, associating a client space with the endpoint data structure and generating a protocol stack for a specific communications port associated with the application program. Notification is given to a connection manager of the connection and the connection is transferred from the general communications port to the protocol stack of the specific communications port.

In another embodiment of this aspect, the step of establishing a connection includes the steps of receiving, by a master network information node, an application request from the client node; providing, by the master network information node, to the client node a server address of the server having the requested application; receiving, by the server a request from the client node to connect to the general communications port based on the provided addresses; and establishing a connection between the client node and the general communications port.

In a further embodiment of this aspect, the communications system includes a server node and a client node. The server node has a general communications port. The client node has a communications device establishing a connection between the client node and the general communications port of the server node. The server node also includes a protocol stack, including an endpoint data structure, and a client space located in memory. The client space is associated with the protocol stack. A communication manager and a notification device are located on the server node. The notification device notifies the connection manager of the connection between the client node and the general communications port and in response, the communications manager transfers the connection between the general communications port and

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the client node to the protocol stack. In one embodiment the system further includes a multiplexer in communication with each protocol stack of a plurality of protocol stacks.

In yet another embodiment of this aspect, the invention relates to an article of manufacture having computer-readable program means for communicating with a client node embodied thereon. The article includes computer-readable program means for establishing a connection
5 with the client node via a predetermined port; computer-readable program means for creating an endpoint data structure; computer-readable program means for associating a memory space with the endpoint data structure; computer-readable program means for generating a protocol stack associated with the memory space and the associated endpoint data structure; computer-readable
10 program means for notifying a connection manager of the connection between the predetermined port and the client node; and computer-readable program means for transferring the connection between the predetermined port and the client node to the associated protocol stack.

In another aspect, the present invention relates to a method for displaying an executing application in a displayed HTML file without requiring the application to be rewritten in a special
15 language and without requiring the viewing user's browser to support a specialized interface. The application executes on the server, mitigating download time and client-side memory restrictions. Further, a client may invoke execution of multiple applications for multiple pages and travel between the HTML documents without terminating any of the applications.

In another embodiment of this aspect, a method for displaying an executing application in
20 an HTML page begins by receiving an input from a user which signals that the user wants execution of an application program to begin. Parameters of the window in which the application will execute are determined, and a communication channel to the applications window in the

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HTML page is created. The output of the application program, which is executing on a server, is displayed in the applications window via the communications channel.

In still another embodiment of this aspect, an apparatus for displaying an executing application in an HTML page comprises a parameter handler and a network executive. The parameter handler receives parameters that are associated with an application execution window included in an HTML file. The parameter handler receives parameters from the parameter handler, causes execution of an application program on a server to begin, and displays the output of the executing application in the application execution window based on the parameters received by the network executive from the parameter handler.

In a further embodiment of this aspect, an article of manufacture has computer-readable code means for displaying an executing application in an HTML page embodied thereon. The article of manufacture includes computer-readable code means for receiving an input from a client which signals that execution of an application program on a server should begin. The article of manufacture also includes computer-readable code means for determining the parameters of the window in which the executing application will be displayed. Also included is computer-readable code means for creating a communications channel to the HTML page using the determined parameters and computer-readable code means for displaying the output of an application executing on a server in the application window via the communications channel.

In still a further embodiment of this aspect, a system for embedding an application in an HTML page includes a server, a network executive, a parameter handler, and an HTML file. The server stores and executes application programs. The network executive sends commands to the server indicating that execution of a specific application should begin and the network executive

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receives output from applications executing on the server. The parameter handler receives parameters and passes them to the network executive. The HTML file includes an application window. The application window passes window parameters to the parameter handler and receives application program output from the network executive.

5 A further aspect of the invention relates to a system and method for transmitting the same data to more than one client node substantially simultaneously. In one embodiment the invention relates to a method for transmitting the same data substantially simultaneously from an application executing on a server node to at least two client nodes executing a generalized receiver program. The method includes the steps of establishing a connection between a first client node and a first
10 client protocol stack on the server node; establishing a connection between the application executing on the server node and the first client protocol stack; associating a first minimal communications protocol stack with the first client protocol stack; establishing a connection between the application executing on the server node and the first minimal communications protocol stack; establishing a connection between a second client node and a second client
15 protocol stack on the server node; associating a second minimal communications protocol stack with the second client protocol stack; providing a connection between the first minimal protocol stack and the second minimal protocol stack; providing a connection between the second minimal protocol stack and said the second client protocol stack; and transmitting data from the application program to the first client protocol stack and the first minimal protocol stack,
20 substantially simultaneously.

Another embodiment of this aspect of the invention relates to a communication system including a server and two or more client nodes. In one embodiment the server node comprises an application program; a first client protocol stack in electrical communication with the

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application program; a first minimal protocol stack in electrical communication with the application program; a second minimal protocol stack in electrical communication with the first minimal protocol stack; and a second client protocol stack in electrical communication with the second minimal protocol stack. In addition the system includes a first client node in electrical communication with the first client protocol stack and a second client node in electrical communication with the second client protocol stack. Data from the application program is transmitted to the client protocol stack and the first minimal protocol stack substantially simultaneously.

In a further aspect, the present invention relates to a method for remotely executing interpretive languages in a client-server environment. The server to which a client is connected downloads and executes an application written in an interpretive language, such as a JAVA applet. The server accepts input from, and provides screen data to, the client. This allows the client to appear as if it is executing the application in a traditional manner without requiring the client to expend compute and memory resources hosting and executing the application. Additionally, the server may be able to download the application more quickly than the client. The server also accepts input from the client node, allowing the client node to control and provide input to the downloaded application.

In one embodiment of this aspect, the present invention relates to a method for remotely executing an application written in an interpretive language which begins by downloading the application to a server node in response to a request made by a client node. A connection is established between the client node and a predetermined communications port located on the server; the server creates an endpoint data structure and associates a client space hosted by the server with the endpoint data structure. The server generates a protocol stack associated with the

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client space and the associated endpoint data structure, notifies a connection manager of the connection, and transfers the connection between the predetermined communications port and the client node to the associated protocol stack.

In another embodiment of this aspect, the invention relates to an article of manufacture
5 having computer-readable program means embodied thereon for remotely executing an application written in an interpretive language. The article of manufacture includes: computer-readable program means for downloading the application to a server node in response to a request made by a client node; computer-readable program means for establishing a connection between the client node and a predetermined communications port located on the server; computer-
10 readable program means for creating an endpoint data structure; computer-readable program means for associating a client space hosted by the server with the endpoint data structure; computer-readable program means for generating a protocol stack associated with the client space and the associated endpoint data structure; computer-readable program means for notifying a connection manager of the connection; and computer-readable program means for transferring
15 the connection between the predetermined communications port and the client node to the associated protocol stack.

In still another embodiment of this aspect, the present invention relates to a system for remotely executing an application written in an interpretive language. The system includes a server node having a predetermined communications port and a client node having a
20 communications device establishing a connection between the client node and the predetermined communications port of the server node. A protocol stack is located on the server node and the protocol stack includes an endpoint data structure. A client space located in memory on the server node is associated with the protocol stack and provides an execution environment for an

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application written in an interpretive language. The system further includes a communication manager located on the server node, and a notification device located on the server node. The notification device notifying the connection manager of the connection between the client node and the predetermined communications port and the communications manager transferring the connection between the predetermined communications port and the client node to the protocol stack.

Brief Description of the Drawings

This invention is pointed out with particularity in the appended claims. The advantages of this invention described above, as well as further advantages, may be better understood by referring to the following description taken in conjunction with the accompanying drawings, in which:

FIG. 1 is a highly schematic diagram of an embodiment of a communication system utilizing the invention;

FIG. 2 is a block diagram of an embodiment of the invention showing the connections between various components of the server of Fig. 1 which occur during communication between the clients and server;

FIG. 3 is a block diagram of an embodiment of the invention that maintains and manages multiple client node connections;

FIG. 4 is a block diagram of an embodiment of the system for embedding applications in an HTML page;

FIG. 5 is a diagrammatic view of a client node;

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FIG. 6 is a block diagram of an embodiment of the invention depicting the use of a multiplexer to transmit the same data from an application to more than one client; and

FIG. 7 is a block diagram of the embodiment of the invention in which the broadcast capabilities are increased by fan out.

5 Detailed Description Of The Invention

Referring now to FIG. 1, in brief overview, a typical network 20 includes at least one client node 24, at least one server node 34, 34', and a master network information node 40 connected together by a communications link 44. The embodiment shown in Fig. 1 depicts the communications link 44 as a local area network ring or LAN ring, but any communication
10 topology may be used. For the purpose of explanation the server node 34 is assumed to have the application 30 requested by the client node 24. Also, for the purpose of explanation, the master network information node 40 is assumed to be a distinct server node, but in actuality the master network information node 40 may be an application execution server node 34. It should be noted that on a given LAN several nodes may be capable of acting as a network information node, but
15 at any one time only one of such nodes is designated the master network information node 40 for the system 20 and it is to this node that client requests for server information are directed.

The master network information node 40 maintains a table of addresses for the application execution server nodes 34, 34'. In addition, the master network information node 40 receives messages from each application execution server node 34, 34' indicating its level of activity. The
20 level of activity of the application execution server nodes 34, 34' is maintained in a table along with the address of each of the application execution server nodes 34 and is used by the communications system 44 for load leveling.

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When the client 24 wishes to have an application executed on an application execution server node 34, the client node 24 sends a request to the general communications port previously defined by the communications protocol or to the "well-known" communications port on the master network information node 40. In one embodiment the communication takes place by way of a datagram service. The master network information node 40 accesses the table of server addresses and returns a message containing the address of the application execution server or application server 34 which has the requested application and also which has the least load. Subsequent communications are automatically addressed by the client also to a "well-known" or predefined general communications port on the server node 34. In one embodiment, the type of protocol with which the initial query was made to the master network information node 40 determines the protocol of the information returned by the master network information node 40 to the client node 24. Thus if the request were made using a TCP/IP datagram, the master network information node 40 would return the TCP/IP address of the server 34 to the client node 24 and the client node 24 would subsequently establish contact with the server node 34 using that protocol. In another embodiment, the datagram requesting an application address by a client 24 includes a request for a different type of protocol than the one used to send the request to the master network information node 40. For example, the client 24 may make a request to the master network information node 40 using the IPX protocol and request the address of the application server as a TCP/IP protocol address.

When a client node 24 (actually a client process 56 on a client node 24) desires to communicate with an application on a server node 34, 34' the client node 24 begins by issuing a network request to determine the location of the server 34 having the desired application. This request is received by the master network information node 40 (also referred to as a network

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browser 40) residing somewhere on the network. In this Fig. 1, the network browser 40 is shown for simplicity as residing on a different server 40 from the server which has the application, but such may generally not be the case.

The network master information node 40 returns the network address of the server node 34 having the desired application 30 to the client node 24. The client node 24 then uses the information received from the network master information node 40 to request connection to the application executing on the specified server 34. As is described above, such a connection is first established to a "well-known" communications port and is later transferred to a specific communications port under control of a connection manager. The specific communications port is associated with the application executing on the server node 34 which then communicates with the client node 24 through the specific communications port.

In more detail, and referring to Fig. 2, the client process 56 on client node 24 makes a request 54 to the network master information node 40 to obtain the address of a server node 34 which includes the desired application 62. The network master information node 40 returns to the client node 24 a message 58 containing the address of the server node 34 which includes the server application 62. In one embodiment, the protocol used at this point of the connection is a datagram service.

The client node 24 uses the returned address to establish a communication channel 68 with the server 34. The port number used by the client 24 corresponds to the "well-known port" in the server 34 which has been defined by the network protocol as the port by which the server 34 establishes communication connections with clients 24. The well-known port 72 has a rudimentary protocol stack 76 which includes primarily an endpoint data structure 78.

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The endpoint data structure 78 points to the communication protocol stack 76 and client connection thereby establishing a unique representation or "handle" for the client 24. The endpoint data structure 78 permits the connection between the server 34 and the client 24 to be moved at will between the connection manager 80 and the various applications 62 on the server 34. The endpoint data structure 78, in one embodiment, not only contains the handle to the client 24 but may also contain other information relating to the client connection. In the embodiment shown, the application server 34 monitors activity on a specific communications system (e.g. LAN or WAN) and has initialized this minimum protocol stack 76 with only the necessary protocol modules needed to support a "TTY" communication mode. The "TTY" communication mode is a simple ASCII stream with no protocol assumptions above the transport layer. That is, there are no protocol layers for compression, encryption, reliability, framing, or presentation of transmitted data. Thus a client node 24 seeking an application 62 running on the server 34 establishes a connection to the well-known communications port 72 with the minimum protocol set needed to support a TTY communication mode.

A communications manager 80 executing on the server node 34 is "listening" to the well-known communications port 72 for a connection request 68. When a connection request 68 is received from the client node 24, the connection manager 80 is notified 84. The connection manager 80 knows which protocol is being used based on the notification 84.

With this information the connection manager 80 creates a new minimum protocol communications stack 104, starts the execution environment 96 and binds the new minimum protocol stack 104 to the execution environment 96. In one embodiment, the server 34 includes a number of execution environments 96 which have been previously been started, but which have not been associated with a communications port. In this embodiment, the pre-connection starting

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of the execution environments permits a faster response time than if each execution environment 96 is started when the connection request is received from the client 24. When the execution environment 96 is started, the server application 62 requested by the client 24 is also started. In another embodiment, if the client 24 does not specify an application, either a default application is
5 started or simply the execution environment 96 with no application is started.

The communications manager 80 then moves the client connection, including the unique client identifier or handle, from the well-known port 76 to the new minimum protocol stack 104. The communications manager 80, using the minimum protocol stack sends a TTY data stream that indicates service is available. Thus, this method for detecting a client connection is
10 independent of the port to which the connection is first established. If the client node 24 does not respond within a prescribed time period (e.g. 5 seconds) to the service available message, a resends of the "service available" message is performed by the server 34.

If the client 24 receives the message, the client 24 sends a TTY string indicating that the "service available" message was detected. The client 24 waits for the server 34 to respond and if
15 the response is not within a prescribed time interval (e.g. 5 seconds) the client 24 resends the message. The connection manager 80 then queries 90 the client 24 asking for the client's default communication parameters. This query 90 takes the form of a message which is passed back to the client 24 and which indicates that the client 24 should respond with details regarding what protocols the client 24 would like to use in the connection.

20 In response, the client 24 sends a set of protocol packets 92; each packet of which is used to specify a required or optional protocol module that is being requested from the server 34. In one embodiment, the number of packets in the set is variable with one packet being sent for each protocol requested. In another embodiment, the number of packets that is being sent is included

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in the header of the first packet. In a third embodiment, the remaining number of packets being sent is included in the header of each packet and is decremented with each succeeding packet sent. Thus, the client 24 may respond to the query 90 by indicating that, for example, encryption and data compression will be used. In such a case, two protocol packets will be sent from the client 24 to the server 34 and, in one embodiment, the header of the first packet will indicate the number of packets as two.

Once the responses to the query 90 have been received, the connection manager 80 builds a protocol stack using protocol drivers 120, 120', 120'' which correspond to the protocols requested by the client node 24. In one embodiment, the communications manager 80 places each of the required protocol drivers 120, 120', 120'', corresponding to the requested client protocols (e.g. an encryption driver if encryption is desired by the client) into the protocol stack "container" 112 and links them together. This dynamic process allows a client node 24 to specify the contents of a protocol stack dynamically without requiring that the server 34 have a prior protocol stack description for a particular client node 24. Using this method, multiple clients 24 may be served by a single server, even if the separate clients 24 have vastly differing requirements for the associated communications channel. In the embodiment shown, each client 24, 24', 24'' is associated with a respective communications protocol stack 104, 104' and 104''. Such dynamically extensible protocol stacks are described in more detail below and in United States Patent Application Serial No. 08/540,891, filed on October 11, 1995 and incorporated herein by reference.

In the embodiment just discussed, the "container" 112 is a user level or kernel level device driver, such as an NT device driver. This container driver provides ancillary support for the inner protocol modules or "drivers" (generally 120) which correspond to the protocol requirements of

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the client node 24. This ancillary support is in the form of helper routines that, for example, aid one protocol driver to transfer data to the next driver. Alternatively, in another embodiment each protocol driver is a complete user-level or kernel-level driver in itself.

Referring now to the embodiment depicted in FIG. 3, the communications manager 60
5 includes two main software modules: ICASRV.EXE 90 and ICAAPI.DLL 94. In the embodiment shown, ICASRV.EXE 90 is the server side of a client/server interface.

ICASRV.EXE 90 manages all communications states and is, in one embodiment, implemented as a WINDOWS NT™ service. A second part of the connection manager 60 is ICAAPI.DLL 94. ICAAPI.DLL 94 establishes the connection with the client, establishes the protocols to be used
10 and notifies ICASRV.EXE 90 of the completion of the protocol stack. In one embodiment, a third module CDMODEM.DLL 96 is linked to ICAAPI.DLL 94'. CDMODEM.DLL 96 is a module which ICAAPI.DLL 94' uses to communicate with modem devices.

The connection methodology described above can be used for a client 24 running a Web browser program. For the purposes of this specification, the user running the Web browser
15 program will be referred to as the "viewing user." The terms "server" or "server node" will be used to refer to machines hosting HTML files or applications that may be executed. For example, a viewing user runs a Web browser on a client node and makes file requests via the HTTP protocol to servers. The servers respond by transmitting file data to the client via the HTTP protocol. The Web browser run on the client receives the transmitted data and displays the data
20 as an HTML page to the viewing user.

In brief overview and referring to FIG. 4, an HTML file 64 located on a server 34' and constructed in accordance with an embodiment of the invention includes a generic embedded window tag 66. The generic embedded window tag 66 is any data construct which indicates to a

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browser 60 displaying the HTML file 64 that a generic embedded window 66' should be displayed at a particular location in the HTML page 64' described by the HTML file 64. The generic embedded window tag 66 may include additional information, such as height of the window, width of the window, border style of the window, background color or pattern in the window, which applications may be displayed in the window, how often the output display should be updated, or any other additional information that is useful to enhance display of the application output.

Some examples of generic embedded window tags that can be embedded in an HTML file follow.

10 ActiveX tag

```
<object classid="clsid:238f6f83-b8b4-11cf-8771-00a024541ee3"  
      data="/ica/direct.ica" CODEBASE="/cab/wfica.cab"  
      width=436 height=295>  
      <param name="Start" value="Auto">  
15      <param name="Border" value="On">  
  
      </object>
```

Netscape Plugin tag

```
<embed src="http://www.citrix.com/ica/direct.ica"  
      pluginspage="http://www.citrix.com/plugin.html"  
20      height=295 width=436 Start=Auto Border=On>  
  
      <embed>
```

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JAVA tag

```
<applet code=JICA.class width=436 height=295>
```

```
    <param name=Address          value="128.4.1.64">
```

```
5    <param name=InitialProgram   value=Microsoft Word 7.0>
```

```
    <param name=Start            value=Auto>
```

```
    <param name=Border           value=On>
```

```
</applet>
```

- 10 In each case above, the tag indicates that a window having a height of 295 pixels and a width of 436 pixels should be drawn to receive application output. Each tag also specifies that the application should automatically start execution and that the window in which the application output is displayed should be drawn with a border. The ActiveX and Netscape Plugin tags have the remote application parameters specified in the file "direct.ica" located in the directory "/ica."
- 15 The JAVA tag specifies the remote application parameters directly. In the example above, the address of the server hosting the application is specified as well as the name of the application to be executed.

The browser application 60 accesses the HTML file 64 by issuing a request to a specific Uniform Resource Locator (URL) address. The server 34' hosting the HTML file 64 transmits

20 the HTML file 64 data to the browser application 60, which displays text and translates any tags that are included in the HTML file 64. The browser application 60 displays the HTML file 64 data as an HTML page 64'. If a generic embedded window tag 66 is present in the HTML file

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64, such as one of the tags described above, the browser 60 draws a blank window 66' in the displayed HTML page 64'.

Execution of the desired application 62' may commence immediately upon display of the HTML page 64' or execution may await some signal, e.g. a specified user input which indicates
5 execution of the application 62' should begin. Once execution of the application 62' is commenced, the browser application 60 instantiates a parameter handler 40 associated with the application window 66'. The parameter handler 40 instance may be spawned as a child process of the browser application 60, as a peer process of the browser application 60, or as a Dynamically Linked Library ("DLL") associated with the browser application 60.

10 The browser application 60 passes any specific parameters associated with the application window 66' that were provided by the generic embedded window 66 tag to the parameter handler 40 instance. Additionally, the browser application 60 may pass the handle for the application window 66' to the parameter handler 40 instance or the parameter handler 40 instance may query the browser application 60 to retrieve the handle for the application window 66'. The parameter
15 handler 40 instance also spawns a network executive 50. The network executive 50 may be spawned as a child process of the parameter handler 40 instance or as a peer process of the parameter handler 40 instance.

The parameter handler 40 instance forwards any specified application window 66' parameters to the network executive 50. Parameters which are not specified by the parameter
20 handler 40 instance or the embedded generic window tag 66 may be set to default values. The network executive 50 may have certain parameter defaults hard-coded, or the network executive 50 may access a file which contains parameter defaults.

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The network executive 50 creates its own application output window 66". The network executive 50 creates its application output window 66" as a child of the displayed application window 66' and displays its application output window 66" directly over the parent window 66' drawn by the browser application 60. Since the application output window 66" drawn by the network executive 50 is a child of the application window 66' drawn by the browser application 60, the application output window 66" inherits various properties of its parent including position information. Accordingly, the application output window 66" will follow the application window 66' as the viewing user scrolls the screen of the browser application 60 or performs other actions which vary the position of the application window 66'.

The network executive 50 also establishes a communications channel with the server 60 and invokes execution of the desired application 62' by the server 34" using the connection methodology described above. The network executive 50, which acts as the client in the above description, passes any parameters it received from the parameter handler 40 instantiation to the server, along with any necessary default values. If a parameter is not passed to the server, the server may request the parameter if it is a necessary parameter which has no default value, e.g. "user id," or it may provide a default value for the parameter, e.g. execution priority. The server 34" begins execution of the desired application program 62' and directs the output to the network executive 50. The network executive 50 receives data from the application program 62' and displays the output data in its application output window 66". Since the application output window 66" is drawn on top of the application window 66' drawn by the browser application 60, the application output data is displayed in the HTML page 64'. As noted above, the application output window 66" drawn by the network executive 50 is a child of the application window 66'

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drawn by the browser application 60. This allows the application output window 66" to scroll as the HTML page 64' is scrolled.

The application output window 66" also receives input from the viewing user. Raw input data, e.g. a mouse click, is received into the application output window 66" by the network executive 50. The network executive 50 forwards the raw input data to the application 62' executing on the server 34". In this manner, the viewing user is able to interact with the application 62' via the HTML page 64'.

Referring now to FIG. 5, the viewing user uses a so-called "browser" program to display an HTML page 64' having an application window 66' on the screen 18 of the user's computer 14. The viewing user may invoke execution of an application program 62'. Typically this is done by the user utilizing a "point-and-click" interface, i.e. the viewing user uses a mouse 16 to manipulate a cursor 12 that is also displayed on the screen 18 of the viewing user's computer 14. Once the cursor 12 is over a particular portion of the HTML page 64', the viewing user signals by "clicking" a button 15 on the mouse 16. Alternatively, the viewing user may also signal by pressing a key on an associated keyboard 17, such as the "return" key. In other embodiments, the viewing user may not use a mouse 16 at all, but may instead use a touchpad, a trackball, a pressure-sensitive tablet and pen, or some other input mechanism for manipulating the cursor 12.

In another embodiment, the application window 66', or another portion of the HTML page 64', may define a "hot zone." When the viewing user moves the cursor 12 into the "hot zone," execution of the application 62' on the server 34" is started.

Once the viewing user has indicated that execution of the application 62' should commence, the browser application 60 instantiates a parameter handler 40 and passes the

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instantiation parameters associated with the applications window 66' by the generic embedded window tag 66. The parameter handler 40 instance spawns a network executive 50 and passes to it the parameters of the application window 66'. The network executive 50 determines which application 62' is to be invoked, and on what server 34" that application 62' resides. Generally
5 this information is passed to it by the parameter handler 40 instance which gets it from the browser application 60 in the form of the generic embedded window tag 66, but the network executive 50 may need to query a master network information node 40 or other various servers, in order to determine which servers, if any, host the desired application 62'. The network executive 50 then begins execution of the application and displays the output of the application
10 program 62' in the applications window 66' as described in detail above.

The network executive 50 continues to directly display application output in the applications output window 66" until the viewing user indicates that execution of the application 62' should stop, e.g. by closing the application window 66', or until the viewing user clicks on a tag indicating that a different HTML page should be displayed. When this occurs, execution of
15 the application 62' can be terminated. It is preferred, however, is to "cache" the connection. In effect, the first parameter handler 40 instance is not immediately terminated. However, the application 62' continues executing with a reduced priority level, i.e. in "background" mode, because the first parameter handles 40 no longer has "focus".

In general, it is desirable to accomplish connection caching by providing the parameter
20 handler 40 source code with a globally accessible data structure for registering instances. For example, the parameter handler 40 may be provided with a globally accessible linked list data structure, data array, data table, or other data structure. Because the data structure is globally available, each instance of the parameter handler 40 is able to read and write the data structure.

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This allows each instance of the parameter handler 40 to "register" with every other instance by writing to the data structure to signal its existence.

For embodiments in which no other connection information is stored, a predetermined limit on the number of connections that may be cached at any one time can be set. In these
5 embodiments if registration of an instance would result in an excess number of cached connections, one of the "cached" connections is removed, i.e. the parameter handler 40 instantiation associated with that connection is notified that it should terminate. Before termination, the parameter handler 40 notifies its associated network executive 50 that it should terminate. In turn, the network executive 50 closes its session with the server hosting the
10 application program 62' and then terminates.

In embodiments in which other information is stored, the additional information may be used to more effectively manage the cached connections. For example, if a user has not actively viewed an HTML page 64' in a predetermined number of minutes, e.g. ten minutes, the parameter handler 40 instantiation is instructed to terminate, the session with the hosting server is
15 terminated, and the parameter handler 40 instance removes its entry in the registry.

Cached connection information may be managed using any known cache management scheme. Connection entries may be discarded on a "first in, first out" basis, i.e. the oldest entry is discarded each time a new entry must be added. Alternatively, cached connection information entries may be discarded on a "least recently used" basis, which discards information relating to
20 connections which have been used the least amount by the user. Other cache management techniques, such as random replacement, may also be used.

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If the viewing user returns to a previous HTML page 64' having a cached connection, the network executive 50 associated with the HTML page 64' is returned to the foreground, i.e., it regains "focus", and processing of the associated application resumes at a normal priority level. If necessary, the network executive 50 re-establishes the connection with the application 62'.

5 Although no output data is stored by the network executive 50 for cached connections, as soon as a connection is re-established for an applications window 66' the connection to the application 62' is re-established and the application 10 again writes directly to the applications window 66'.

Similarly, the connection methodology described above may be used to provide remote execution of an application written in an interpretive language. Referring once again to FIG. 2, a client node 24 is connected to a server node 34 which executes an application 62 on behalf of the client node 24. In this example, the server application 62 is any application which allows the client node 24 to request an application written in an interpretive language. For example, the application 62 may be a Web browser which allows the client node 24 to download JAVA applications using URL addresses. As just described, the node from which the application is downloaded and the server node 34 are separate machines interconnected by a computer network. However, in some embodiments those machines may be one and the same.

In order to avoid requiring the client node 24 to store and execute the downloaded application, which can be prohibitive both in terms of client memory and processor usage, the execution environment 96 on the server node 34 with which the client node 24 is associated provides an execution environment for the downloaded application. The execution environment interprets the byte stream of the downloaded application to produce a series of commands representing the application. If the application is written in the JAVA interpretive language, the execution environment is sometimes referred to as a "virtual JAVA machine".

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In some embodiments the execution environment includes a compiler. These compilers convert the byte stream of the application into "native" code. For example, a compiler may convert the byte stream of an application written in the JAVA application language into 80486 machine code. Conversion of the interpretive language byte stream into native code allows the application to execute faster than if each byte must be interpreted and executed at run-time. Some compilers, however, may compile the byte stream while the application is executing. These compilers are sometimes referred to as "just in time" compilers, and usually look a predetermined number of bytes ahead of the currently-executing instruction executing in order to produce a steady stream of compiled code.

The downloaded application is interpreted and executed by the server node 24 and the output of the application is transmitted to the client node as described in connection with FIG. 2. The server node 34 also accepts input from the client node 24. This allows the client node 24 to control the downloaded application or provide input to the application. The server node 34 may set up a separate execution environment to interpret and execute the downloaded application. In these embodiments, the execution environment associated with the downloaded application would also direct its output to mux 121.

Referring to Fig. 6, it should be noted that any client 24, 24', 24'', or in fact, all the clients (generally 24) attached to server 34 with the application 63 may be another server 34', 34''. In this manner, data transmitted by the application 63 is sent to other servers prior to being sent to client nodes 24. In this manner, data transmitted by the application 63 is transmitted to an ever increasing number of client nodes as this network fans out.

When each client 24 terminates its connection with the server 34, each client protocol stack (generally 104) and its associated minimal stack (generally 107) is destroyed. Similarly, the

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minimal protocol stack (generally 106) associated with the first client protocol stack 104 is also destroyed. When the last of the minimal 107 and second (and subsequent) client protocol stacks 104 has terminated, the configuration is as it was initially with only a first client communications protocol stack 104 associated with the execution environment 96. Note that until all the second
5 and subsequent client protocol stacks 104 are terminated, the first client protocol stack 104 may not be destroyed, even if the first client 24 is no longer present.

As shown in Fig. 2, each execution environment 96 communicates with each protocol stack 104 through a multiplexer 121, 121', 121''. Now referring also to Fig. 6, with the present invention it is possible for more than one client to receive data being transmitted to the first client
10 24, for example, in order to shadow or monitor the transmission of data from a server 34 or to broadcast data from a specialized broadcast application, such as a stock quotation application, from which the same data is broadcast or transmitted substantially simultaneously to a number of clients (generally 24).

In such a case, the first client 24 causes the specialized application 63 to execute and
15 transmit its data to the client 24 as discussed previously. When a second client 24' requests access to the broadcast application 63, the connection manager 80 begins to construct the protocol stack 104' for the second client 24' as previously discussed with regard to the first client 24. However, because the application 63 is a broadcast application, the connection manager 80 recognizes that it need not start an additional execution environment 96 and instead takes the
20 steps necessary to send the data from the broadcast application 63 to the second client 24' and any additional clients 24''.

First, the connection manager 80 creates a first minimal communications protocol stack 106 which it associates with a communications protocol stack 104 of the first client 24. The

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connection manager 80 next creates a second minimal protocol stack 107 and associates it with the communications protocol stack 104' of the second client 24'. As each additional client 24'' requests access to the broadcast application 63, another minimal protocol stack 106' is created and associated with the first client protocol stack 104 and another minimal protocol stack 107' and client protocol stack 104'' is created for each new client 24''. The first client protocol stack 104 and all the minimal protocol stacks 106, 106' associated with the first client protocol stack 104, and each pair of client protocol stacks 104', 104'' and minimal protocol stacks 107, 107' associated with each additional client 24', 24'' are in communication by way of a multiplexer 121.

When multiplexer 121 is directing data to or receiving data from only one client 24, the multiplexer 121 is acting as a simple pass-through device. However, when there is more than one client 24, 24', 24'' receiving data from or transmitting data to a single application 63, each multiplexer (generally 121) takes on two additional configurations. In one configuration, the multiplexer 121' is configured to send application data to or receive data from both the first client protocol stack 104 and each of the minimal communications protocol stacks 106, 106' associated with it. In the second configuration the multiplexer 121'' is configured to send data received by the minimal protocol stack 107, 107' to the client protocol stack 104', 104'', respectively, associated with it. In this embodiment, the mux 121 may receive input data directly from each client protocol stack 104, 104', 104''.

The connection manager 80 connects the minimal protocol stacks 106, 106' associated with the first client 24 with the minimal protocol stacks 107, 107' respectively, of the second 24' and subsequent clients 24'' and instructs the multiplexer 121 to direct output from the application 63 to the communications protocol stack 104 of the first client 24 and its associated minimal protocol stacks 106, 106'. The multiplexer 121 is also instructed by the connection manager 80

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to connect each second and subsequent client minimal protocol stack 107, 107' to its associated client protocol stack 104, 104', respectively. Data transmitted to the first client 24 by way of the first client protocol stack 104 is therefore also transmitted to the minimal protocol stacks 106, 106' associated with the first client 24 and hence to the second 24' and subsequent clients 24'' by way of their associated protocol stacks 104', 104'', respectively, and associated minimal protocol stacks 107, 107', respectively. In one embodiment, the protocol stack container includes a data structure to keep track of the number and type of protocols associated with a given application 63.

Referring to Fig. 7, as discussed above, it is possible that the "clients" of one server 34 be other servers 34' and 34'' (only two being shown for simplicity). The second servers 34' and 34'' then transmit the data to clients (generally 24) or to additional servers. In this embodiment the output of the server protocol stack (generally 104) is connected to the protocol stacks 107' of the secondary servers 34', 34''. Then as described previously, the data is transmitted between the protocol stacks and out to the clients (generally 24). In this manner the data may fan out and be distributed to many more clients than may reasonably be supported by one server.

While the invention has been particularly shown and described with reference to specific preferred embodiments, it should be understood by those skilled in the art that various changes in form and detail may be made therein departing from the spirit and scope of the invention as defined by the appended claims.

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CLAIMS

What is claimed is:

- 1 1. A method for communicating between a client node and an application program executing
2 on a server, the method comprising:
 - 3 (a) establishing a connection with said client node and a predetermined
4 communications port located on the server;
 - 5 (b) creating an endpoint data structure;
 - 6 (c) associating a client space in said server with said endpoint data structure;
 - 7 (d) generating a protocol stack associated with said client space and said associated
8 endpoint data structure;
 - 9 (e) notifying a connection manager of said connection; and
 - 10 (f) transferring said connection between the predetermined communications port and
11 said client node to said associated protocol stack.
- 1 2. The method of claim 1 wherein step (a) further comprises:
 - 2 (a-a) receiving by a master network information node an application request from said
3 client node;
 - 4 (a-b) providing by said master network information node to said client node a server
5 address and said predetermined port address to said server having said application;
 - 6 (a-c) receiving, by said server a request from the client node to connect to the
7 predetermined port based on the provided addresses; and
 - 8 (a-d) establishing a connection between the client node and the predetermined general
9 port.
- 1 3. The method of claim 1 wherein step (c) further comprises associating a virtual machine
2 providing an execution environment with said endpoint data structure.

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1 4. The method of claim 1 further comprising pushing the generated endpoint data structure
2 onto the associated protocol stack.

1 5. An article of manufacture having computer-readable program means for communicating
2 with a client node embodied thereon, the article comprising:

3 computer-readable program means for establishing a connection with the client node via a
4 predetermined port;

5 computer-readable program means for creating an endpoint data structure;

6 computer-readable program means for associating a memory space with the endpoint data
7 structure;

8 computer-readable program means for generating a protocol stack associated with the
9 memory space and the associated endpoint data structure;

10 computer-readable program means for notifying a connection manager of the connection
11 between the predetermined port and the client node; and

12 computer-readable program means for transferring the connection between the
13 predetermined port and the client node to the associated protocol stack.

1 6. The article of claim 5 further comprising:

2 computer-readable program means for receiving an application request from the client
3 node;

4 computer-readable program means for providing a server address and a predetermined
5 port address to the client node;

6 computer-readable program means for receiving a request from the client node to connect
7 to the predetermined port based on the provided addresses; and

8 computer-readable program means for establishing a connection between the client node
9 and the predetermined port.

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1 7. The article of claim 5 further comprising:

2 computer-readable program means for associating a virtual machine providing an
3 execution environment with said endpoint data structure.

1 8. The article of claim 5 further comprising:

2 computer-readable program means for issuing a protocol query to the client
3 node;

4 computer-readable program means for generating an endpoint data
5 structure based on the response of the client node.

1 9. A system for communicating with a client node comprising:

2 a server node having a predetermined communications port;

3 a client node having a communications device establishing a connection between said
4 client node and said predetermined communications port of said server node;

5 a protocol stack located on said server node, said protocol stack including an endpoint
6 data structure;

7 a client space located in memory on said server node, said client space associated with said
8 protocol stack;

9 a communication manager located on said server node; and

10 a notification device located on said server node, said notification device notifying said connection
11 manager of said connection between said client node and said predetermined communications
12 port;

13 said communications manager transferring said connection between the predetermined
14 communications port and said client node to said protocol stack.

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1 10. The system of claim 9 further comprising a multiplexer and wherein said server comprises
2 a plurality of protocol stacks,
3 said multiplexer in communication with each protocol stack of said plurality of protocol stacks.

1 11. The system of claim 10 wherein said multiplexer comprises a linked list of protocol stacks
2 and each protocol stack maintains a connection with a client node.

1 12. The system of claim 11 wherein the protocol stack is configured to allow drivers to be
2 pushed onto the stack.

1 13. A method for displaying an executing application in an HTML page, the method
2 comprising the steps of:

- 3 (a) receiving an input from a client to signal execution of an application;
4 (b) determining parameters of a window in which the executing application will be
5 displayed;
6 (c) creating a communications channel to the HTML page using the determined
7 parameters; and
8 (d) displaying the output of the application executing on a server in the application
9 window via the communications channel.

1 14. The method of claim 13 wherein step (a) comprises:

- 2 (a-a) displaying an HTML page to a client, the HTML page including at least one
3 HTML tag for signaling execution of an application; and
4 (a-b) invoking execution of the application on a server in response to the selection of the
5 at least one HTML tag by a user.

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1 15. The method of claim 13 wherein step (b) comprises accessing the file in which the HTML
2 page is stored to determine parameters of a window in which the executing application will be
3 displayed.

1 16. The method of claim 15 wherein step (b) further comprises accessing the files in which the
2 HTML page is stored in order to determine parameters associated with the execution of the
3 application.

1 17. The method of claim 13 wherein step (c) comprises creating a data pipe between the
2 executing application and the application window in the HTML page.

1 18. An apparatus for displaying an executing application in an HTML page, the apparatus
2 comprising:

3 a parameter handler which receives parameters associated with an application execution
4 window within an HTML page; and

5 a network executive which receives parameters from said parameter handler, causes an
6 application to begin execution on a server, and displays execution of the application in the
7 application execution window responsive to the parameters received from said parameter handler.

1 19. The apparatus of claim 18 further comprising a parameter handler which accesses the file
2 storing a HTML page to determine parameters associated with an application execution window
3 within the HTML page.

1 20. The apparatus of claim 18 wherein one of the parameters received by the network
2 executive from the parameter handler is an identification of a server which hosts a requested
3 application.

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1 21. The apparatus of claim 18 wherein said network executive establishes a communication
2 channel with a server hosting the requested application.

1 22. An article of manufacture having computer-readable code means for displaying an
2 executing application in an HTML page embodied thereon, the article comprising:

3 (a) computer-readable code means for receiving an input from a client to signal
4 execution of an application in an HTML page;

5 (b) computer-readable code means for determining parameters of a window in which
6 the executing application will be displayed;

7 (c) computer-readable code means for creating a communications channel to the
8 HTML page using the determined parameters; and

9 (d) computer-readable code means for displaying the output of an application
10 executing on a server in the application window via the communications channel.

1 23. A method for displaying an executing application in an HTML page, the method
2 comprising the steps of:

3 (a) receiving an input from a client to signal execution of an application in a first
4 HTML page;

5 (b) determining parameters of a window in which the executing application will be
6 displayed;

7 (c) creating a communications channel to the first HTML page using the determined
8 parameters;

9 (d) displaying the output of an application executing on a server in the application
10 window via the communications channel;

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- 11 (e) receiving an input from the client to signal display of a second HTML page; and
12 (f) storing the determined parameters associated with the first HTML page.

1 24. The method of claim 23 further comprising the steps of:

- 2 (g) receiving an input from the user to redisplay the first HTML page;
3 (h) retrieving the stored parameters associated with the first HTML page; and
4 (i) redisplaying, responsive to the retrieved associated parameters, the first HTML
5 page including the window displaying the executing application.

1 25. A system for embedding application in an HTML file comprising:

- 2 a server which stores and executes applications programs;
3 a network executive which sends commands to said server to begin execution of
4 applications programs, which receives output from application programs executing on said server,
5 and which further transmits application program output;
6 a parameter handler which receives parameters and passes the received parameters to said
7 network executive; and
8 an HTML file which includes an application window that passes window parameters to
9 said parameter handler and which receives application output from said network executive.

1 26. The system of claim 25 further comprising an HTML tag which, when embedded in said
2 HTML file, causes an application window to be displayed which passes window parameters to
3 said parameter handler and which receives application program output from said network
4 executive.

1 27. A method for transmitting the same data substantially simultaneously from an application
2 executing on a server node to at least two client nodes, each client node executing a generalized

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3 receiver program, the method comprising the steps of:

- 4 (a) providing a connection between a first client node and a first client protocol stack
5 on said server node;
- 6 (b) providing a connection between said application executing on said server node and
7 said first client protocol stack;
- 8 (c) providing a connection between said application executing on said server node and
9 a first minimal communications protocol stack;
- 10 (d) providing a connection between a second client node and a second client protocol
11 stack on said server node;
- 12 (e) providing a connection between said first minimal protocol stack and a second
13 minimal protocol stack;
- 14 (f) providing a connection between said second minimal protocol stack and said
15 second client protocol stack; and
- 16 (g) transmitting data from said application program to said first client protocol stack
17 and said first minimal protocol stack substantially simultaneously.

1 28. The method of claim 27 wherein said connection between said first client protocol stack
2 and said application program occurs through a multiplexer.

1 29. The method of claim 27 wherein said connection between said first minimal protocol
2 stack and said application program occurs through a multiplexer.

1 30. The method of claim 27 wherein said connection between said second client protocol
2 stack and said second minimal protocol stack occurs through a multiplexer.

1 31. The method of claim 27 further comprises the step of associating a first minimal
2 communications protocol stack with said first client protocol stack.

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1 32. The method of claim 27 further comprising the step of associating a second minimal
2 communications protocol stack with said second client protocol stack.

1 33. The method of claim 27 further comprising the step of determining whether said
2 application program is suitable for broadcast.

1 34. A communication system comprising:
2 a server node comprising:
3 an application program;
4 a first client protocol stack in electrical communication with said application
5 program;
6 a first minimal protocol stack in electrical communication with said application
7 program;
8 a second minimal protocol stack in electrical communication with said first minimal
9 protocol stack; and
10 a second client protocol stack in electrical communication with said second
11 minimal protocol stack;
12 a first client in electrical communication with said first client protocol stack; and
13 a second client in electrical communication with said second client protocol stack;
14 whereby said data from said application program is transmitted to said first client protocol
15 stack and said first minimal protocol stack substantially simultaneously.

1 35. A method for remotely executing an application written in an interpretive language, the
2 method comprising:

3 (a) downloading the application to a server node in response to a request made by a
4 client node;

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- 5 (b) establishing a connection between the client node and a predetermined
6 communications port located on the server;
- 7 (c) creating an endpoint data structure;
- 8 (d) associating a client space hosted by the server with the endpoint data structure;
- 9 (e) generating a protocol stack associated with the client space and the associated
10 endpoint data structure;
- 11 (f) notifying a connection manager of the connection; and
- 12 (g) transferring the connection between the predetermined communications port and
13 the client node to the associated protocol stack.

1 36. The method of claim 35 wherein step (b) further comprises:

- 2 (b-a) receiving by a master network information node an application request from said
3 client node;
- 4 (b-b) providing by the master network information node to the client node a server
5 address and the predetermined port address to the server having the downloaded application;
- 6 (b-c) receiving, by the server a request from the client node to connect to the
7 predetermined port based on the provided addresses; and
- 8 (b-d) establishing a connection between the client node and the predetermined general
9 port.

1 37. The method of claim 35 wherein step (d) further comprises associating a virtual machine
2 providing an execution environment associated with the endpoint data structure.

1 38. The method of claim 37 wherein step (d) comprises associating a virtual JAVA machine
2 providing an execution environment associated with the endpoint data structure.

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1 39. The method of claim 35 further comprising pushing the generated endpoint data structure
2 onto the associated protocol stack.

1 40. The method of claim 35 further comprising the step of accepting input from the client
2 node.

1 41. An article of manufacture having computer-readable program means embodied thereon for
2 remotely executing an application written in an interpretive language, the article of manufacture
3 comprising:

4 computer-readable program means for downloading the application to a server node in
5 response to a request made by a client node;

6 computer-readable program means for establishing a connection between the client node
7 and a predetermined communications port located on the server;

8 computer-readable program means for creating an endpoint data structure;

9 computer-readable program means for associating a client space hosted by the server with
10 the endpoint data structure;

11 computer-readable program means for generating a protocol stack associated with the
12 client space and the associated endpoint data structure;

13 computer-readable program means for notifying a connection manager of the connection;

14 and

15 computer-readable program means for transferring the connection between the
16 predetermined communications port and the client node to the associated protocol stack.

1 42. The article of manufacture of claim 41 further comprising:

2 computer-readable program means for receiving an application request from the client
3 node;

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computer-readable program means for providing a server address and a predetermined port address to the client node;

computer-readable program means for receiving a request from the client node to connect to the predetermined port based on the provided addresses; and

computer-readable program means for establishing a connection between the client node and the predetermined port.

43. The article of manufacture of claim 41 further comprising:

computer-readable program means for associating a virtual machine providing an execution environment with said endpoint data structure.

44. The article of manufacture of claim 41 further comprising:

computer-readable program means for issuing a protocol query to the client node;

computer-readable program means for generating an endpoint data structure based on the response of the client node.

45. The article of manufacture of claim 40 further comprising:

computer-readable program means for receiving input from the client node.

46. A system for remotely executing an application written in an interpretive language, the system comprising:

a server node having a predetermined communications port;

a client node having a communications device establishing a connection between said client node and said predetermined communications port of said server node;

a protocol stack located on said server node, said protocol stack including an endpoint data structure;

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8 a client space located in memory on said server node, said client space associated with said
9 protocol stack and providing a dynamic compilation environment for an application written in an
10 interpretive language;

11 a communication manager located on said server node; and

12 a notification device located on said server node, said notification device notifying said
13 connection manager of said connection between said client node and said predetermined
14 communications port,

15 said communications manager transferring said connection between the predetermined
16 communications port and said client node to said protocol stack.

1 47. The system of claim 46 further comprising a multiplexer in communication with each of a
2 plurality of protocol stacks.

1 48. The system of claim 46 wherein said multiplexer comprises a linked list of protocol stacks
2 and each protocol stack maintains a connection with a client node.

1 49. The system of claim 46 wherein the protocol stack is configured to allow drivers to be
2 pushed onto the stack.

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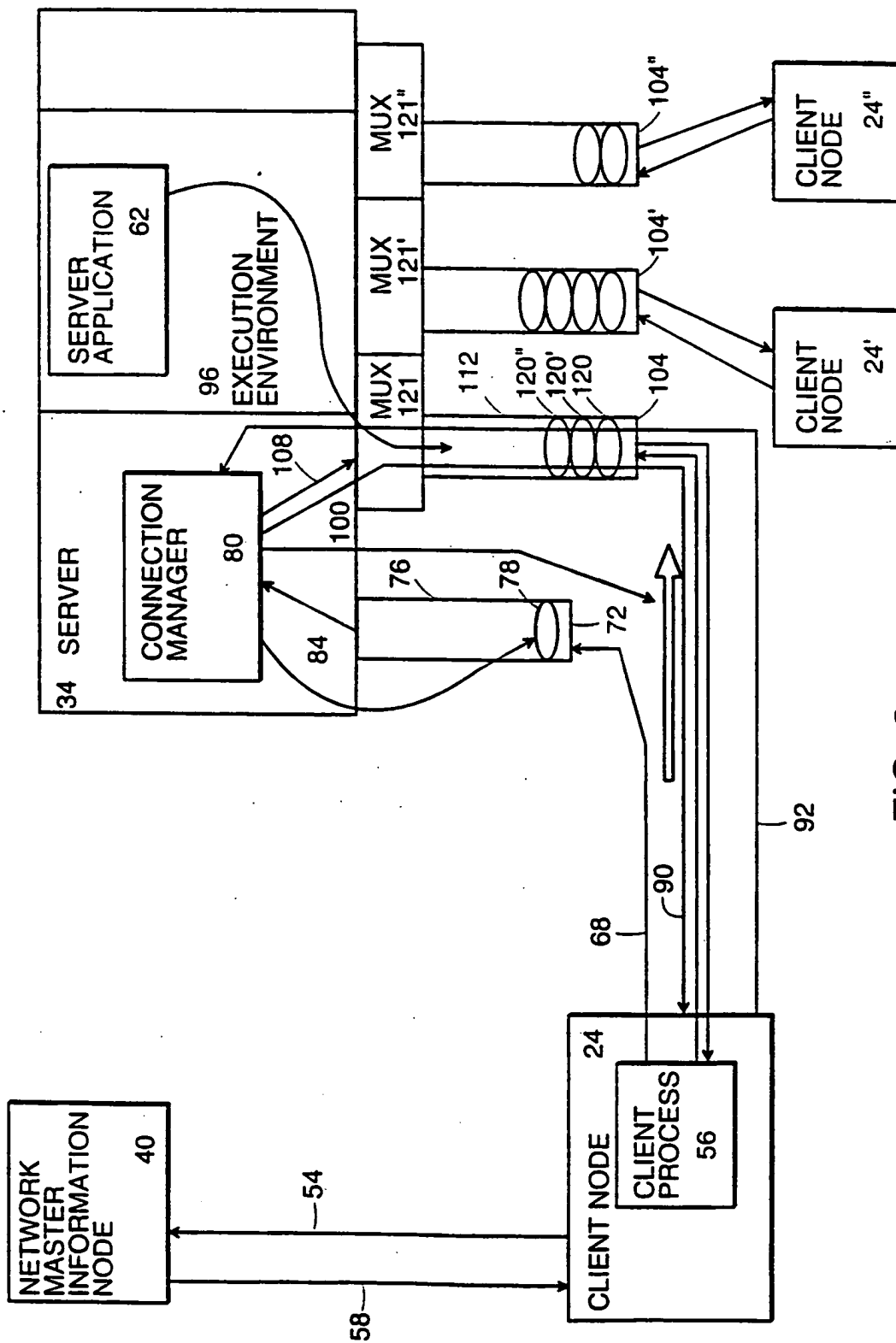


FIG. 2

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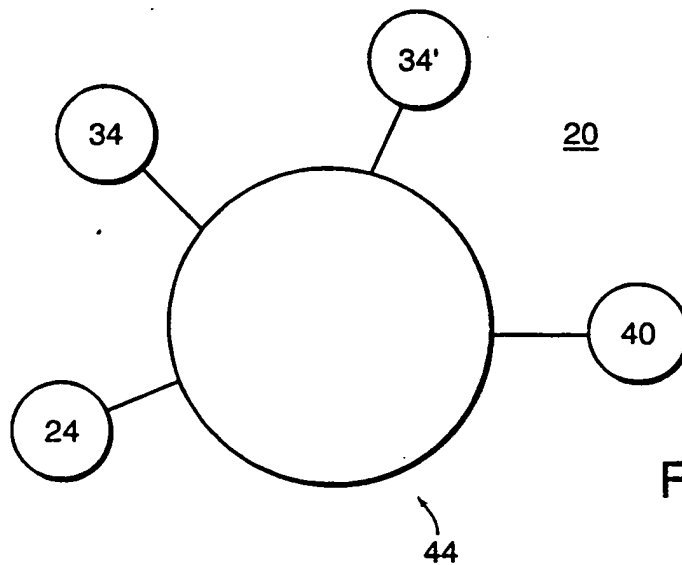


FIG. 1

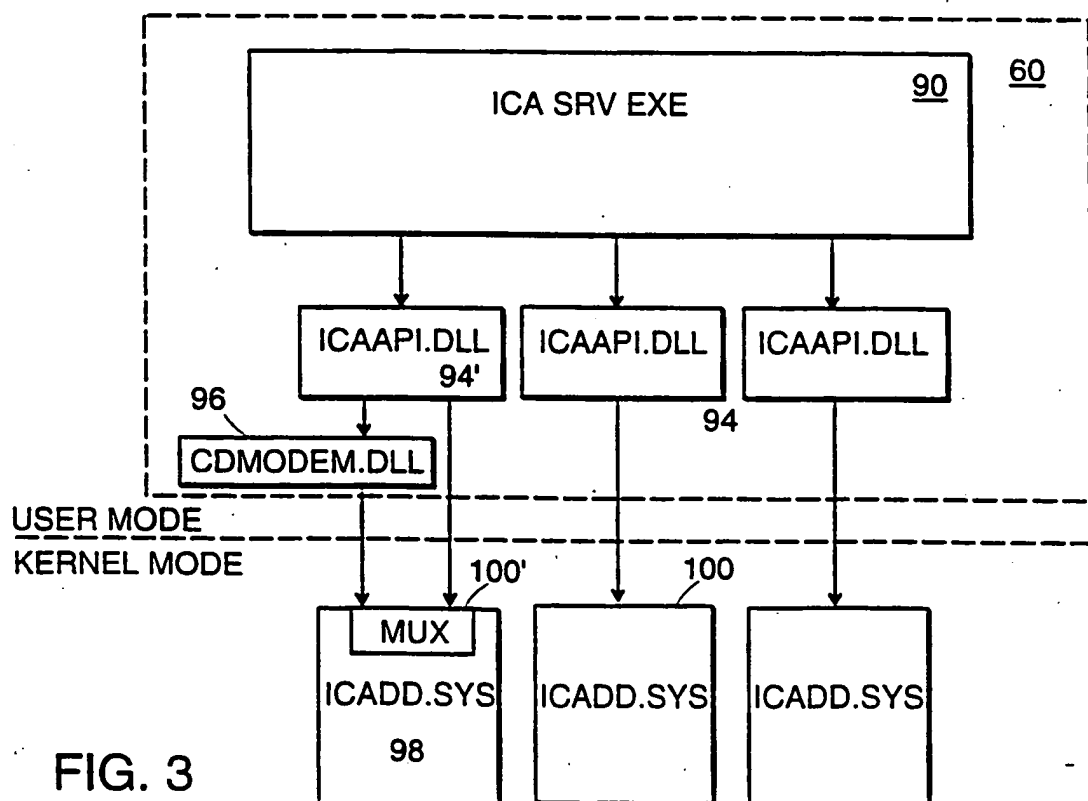


FIG. 3

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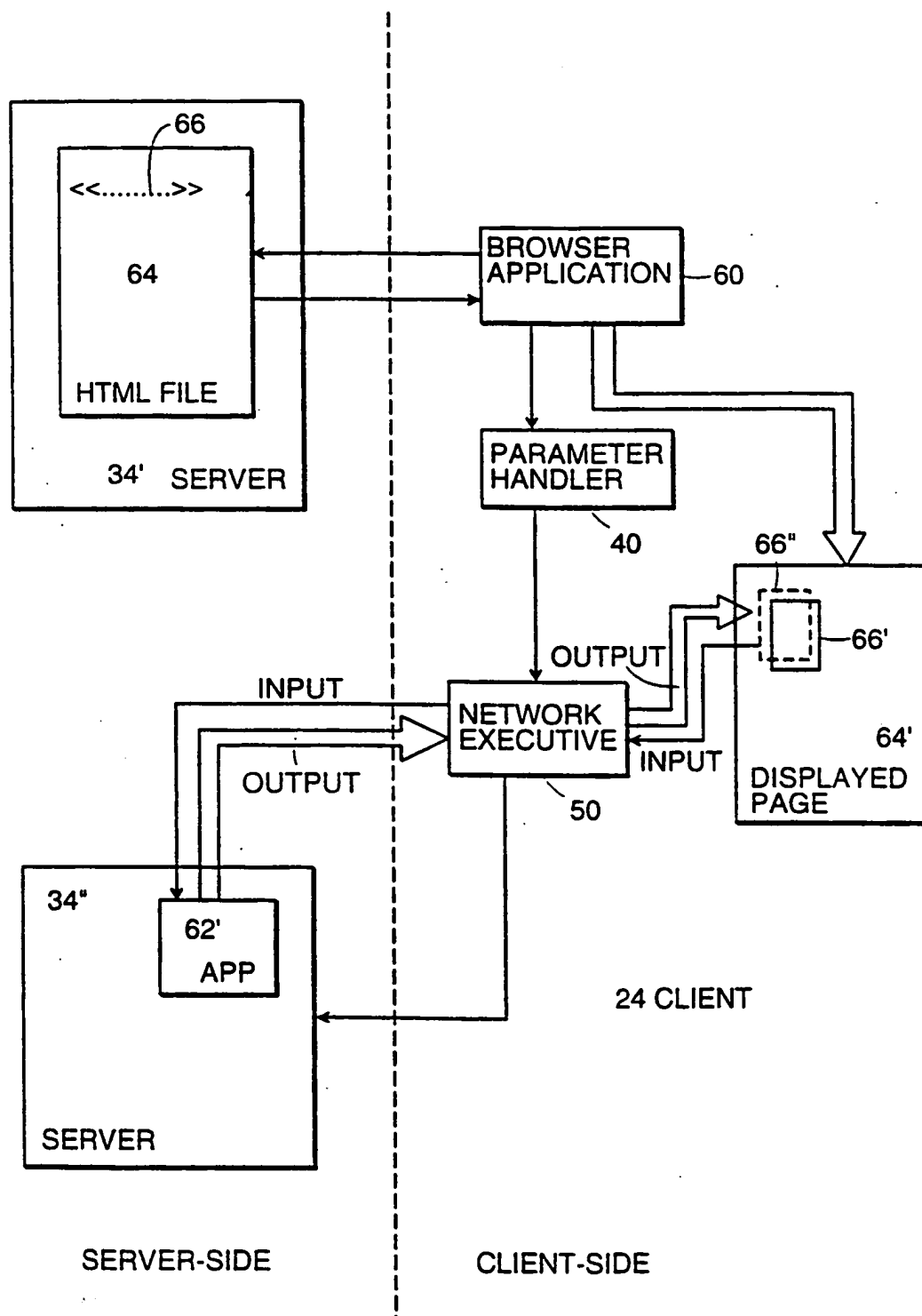


FIG. 4

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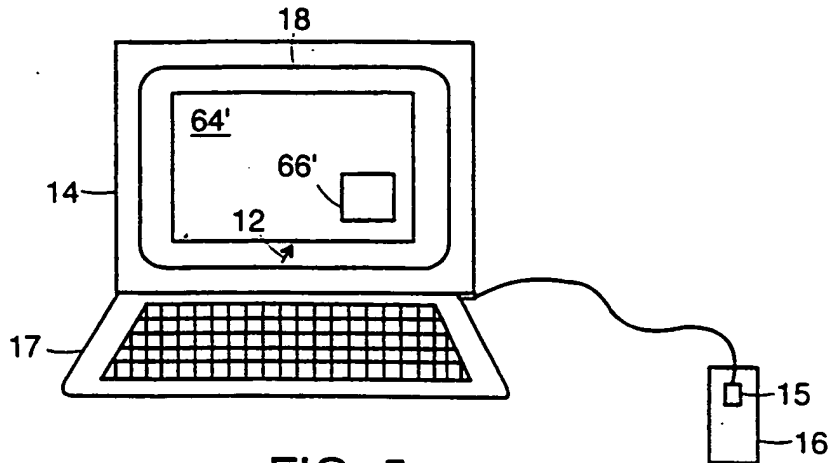


FIG. 5

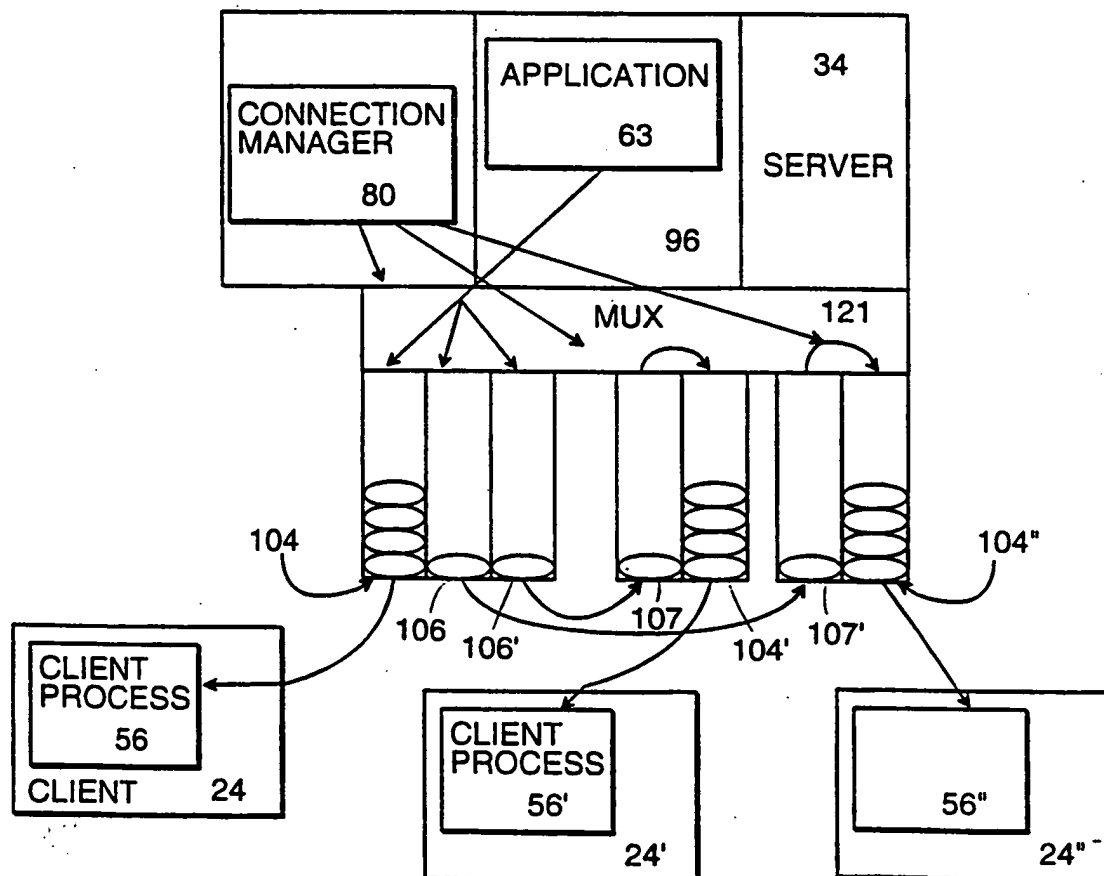


FIG. 6

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